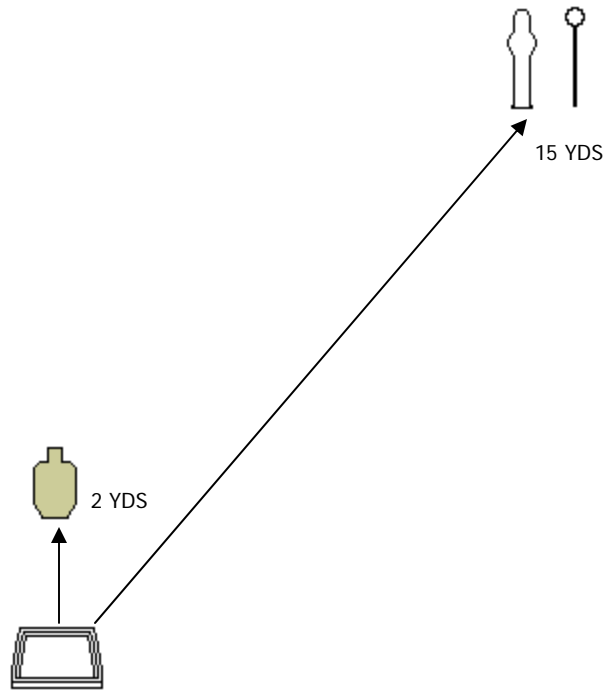


BILL DRILL PLUS 15



START: IN SHOOTERS BOX, FACING DR, HANDS AT SIDES.

PROCEDURE: ON GO, DRAW AND ENGAGE T1 (W-B) WITH 6 ROUNDS ONLY; MANDATORY RELOAD, THEN ENGAGE PP1. STEEL MUST FALL TO SCORE. SHOOTER MUST HAVE 6 HITS IN THE '4' ZONE OR BETTER ON THE W-B TARGET.

REPEAT FOR 2ND STRING, USING STOP PLATE INSTEAD OF POPPER.

TARGET SETUP, BOM:

- 1 SHOOTERS BOX
- 1 W-B TARGET WITH STAND
- 1 POPPERS
- 1 STOP PLATE (6" MINIMUM) W/ STAND

SCORING: TIME ONLY. RC = 7 MINIMUM

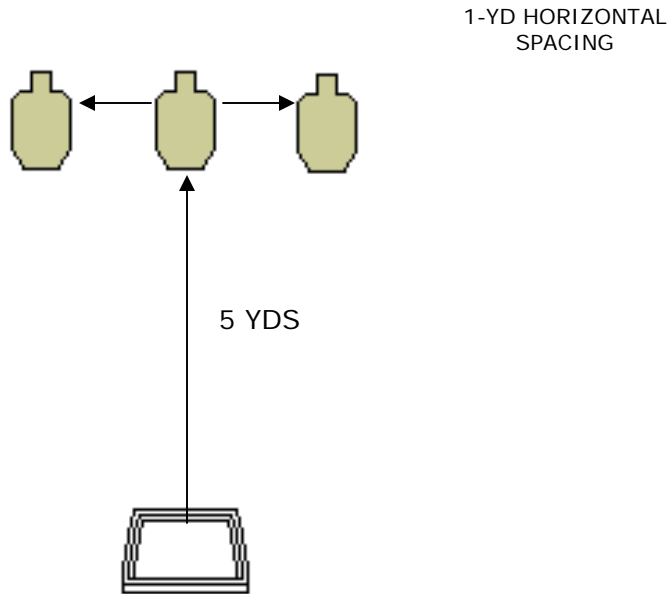
PENALTIES: 5 SEC PROCEDURAL, +2 FOR EACH HIT OUTSIDE 4 ZONE.

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK. PLACE PP1 A SIGNIFICANT ANGLE (I.E., 45 DEGREES) OFF OF T1; SQUARE UP POPPER ON SHOOTER. RANGE OFFICER WILL VERIFY 12 HITS IN 4 ZONE OR BETTER AT END OF STAGE.

DP CALCS
 $1.0(D) + 5 \times .5 = 3.5$
 $4.0 (RL) + 3.5 = 7.5$

ESTIMATED TOTAL TIME = 7.5 SEC/STRING; 15.0 FOR STAGE

El Presidente



START: STANDING, FACING *UPRANGE*, HAND AT SIDES.

PROCEDURE: ON GO SHOOTER TURNS, *THEN DRAWS*, ENGAGING TARGETS T1,T2 & T3 (IN THAT ORDER) WITH TWO ROUNDS EACH. SHOOTER THEN PERFORMS A MANDATORY RELOAD AND RE-ENGAGES T3, T2 & T1 (IN THAT ORDER) WITH TWO ROUNDS EACH. TWELVE ROUNDS ONLY THIS STRING.

REPEAT FOR SECOND STRING.

TARGET SETUP, BOM:

3 W-B TARGETS IN STAND
1 SHOOTERS BOX

SCORING: TIME ONLY

NOTES: ARRANGE TARGETS FOR 1 YARD HORIZONTAL SPACING; EXERCISE CAUTION ON START AS SHOOTER IS FACING *UPRANGE*.

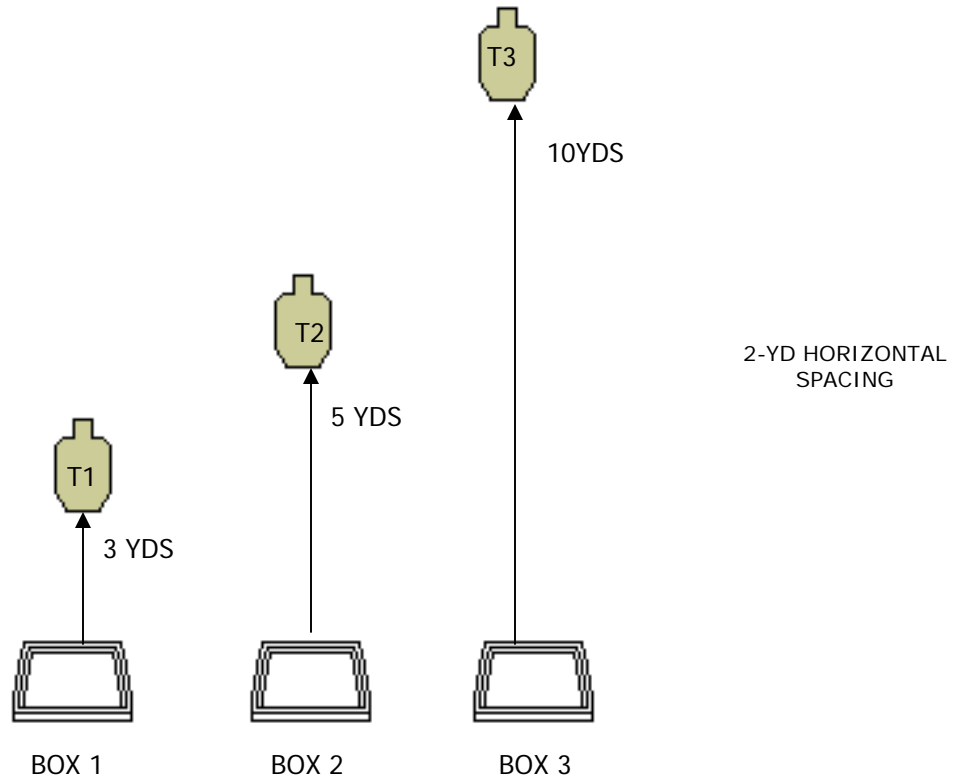
PENALTIES: 5 SEC PROCEDURAL, EXTRA SHOT; 5 SECONDS NON-NEUTRALIZATION. ALL TARGETS MUST BE "4 TIMES NEUTRALIZED" (28 PTS MINIMUM/TARGET) TO AVOID ANY PENALTY.

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK. WATCH FOR SAFETY VIOLATIONS ON START; WATCH THAT TARGETS ARE SWEEPED LEFT-TO RIGHT, THEN RIGHT-TO-LEFT.

DP CALCS - $(2.0 + .75) + (.75 + .75) + (.75 + .75) + (3.0 + .75) + (.75 + .75) + (.75 + .75) = 12.50/25.00$ for stage

RC = 12 ONLY

Count On It



START: STANDING IN BOX 1, FACING *DOWNRANGE*, HAND IN BODYGARD POSITION.

PROCEDURE: ON GO SHOOTER *DRAWS*, ENGAGING TARGET T1 ONLY WITH 5 ROUNDS ONLY TO THE BODY AND 1 ROUND ONLY TO THE HEAD. SHOOTER THEN MOVES Laterally TO BOX 2, PERFORMING A MANDATORY RELOAD ENROUTE, AND THEN ENGAGES ONLY T2 FROM BOX 2 WITH 4 ROUNDS ONLY TO THE BODY AND TWO ROUNDS ONLY TO THE HEAD. SHOOTER THEN MOVES TO BOX 3, PERFORMING A MANDATORY RELOAD ENROUTE, THEN ENGAGING ONLY T3 FROM BOX 3 WITH THREE ROUNDS ONLY TO THE BODY AND THREE ROUNDS ONLY TO THE HEAD..

TARGET SETUP, BOM:

3 W-B TARGETS IN STAND
3 SHOOTERS BOXES (OR PAINTED BOXES 2 YARDS APART)

SCORING:

TIME ONLY; +2 SEC FOR EACH POINT UNDER 24 (PER TARGET)

NOTES: ARRANGE TARGETS AND BOXES FOR 2-YARD HORIZONTAL SPACING

PENALTIES:

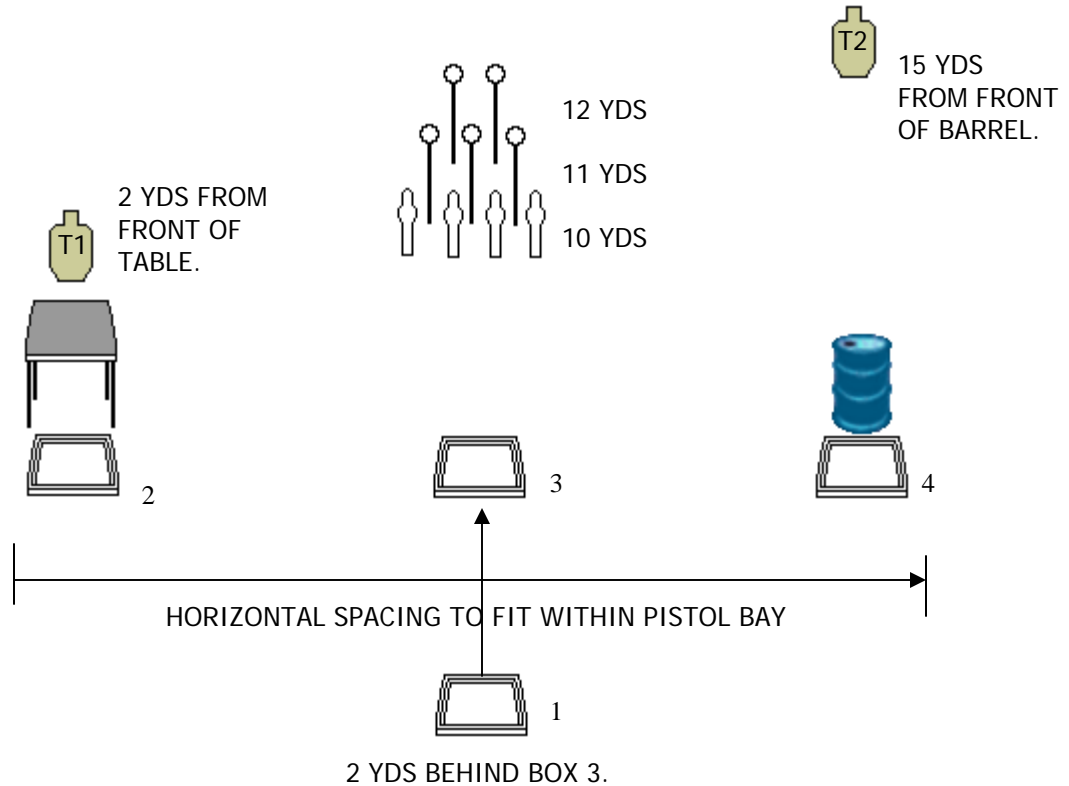
5 SEC PROCEDURAL/ EXTRA SHOT; ALL TARGETS MUST HAVE AT LEAST 24 POINTS IN SCORABLE HITS— PENALTY IS +2 SECOND FOR EACH POINT LESS THAN 24.

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK. .

DP CALCS - $(1.75 + 4 \times .5 + .5) + (3.0) + (.75 + 6 \times .75) + (3.0) + (.75 + 6 \times .75) = 16.75 \text{ SEC}$

RC = 18 ONLY

Everybody Sucks at Something



START: STANDING IN BOX 1, FACING *UPRANGE*, HAND AT SIDES. UNLOADED PISTOL IN HOLSTER; 6 ROUNDS IN A BOX ON TABLE ALONG W/EMPTY MAGAZINE.

PROCEDURE: ON GO SHOOTER TURNS, *MOVES TO BOX 2*, LOADS MAGAZINE PLACED ON TABLE BY RSO WITH 6 ROUNDS IN CONTAINER PLACED BY RSO. SHOOTER THEN DRAWS PISTOL AND LOADS WITH THIS MAGAZINE & ENGAGES T1 (W-B) TO ACQUIRE A MINIMUM OF 24 POINTS.

SHOOTER THEN IMMEDIATELY MOVES TO BOX 3 WHILE RELOADING, THEN NEUTRALIZES THE FOUR POPPERS AND FIVE PLATES IN ANY ORDER. ALL STEEL MUST BE NEUTRALIZED FROM BOX 3.

SHOOTER THEN MOVES TO BOX 4 ,PERFORMING A MANDATORY RELOAD BEFORE ENGAGING T2 FOR A MINIMUM OF 28 POINTS FROM BEHIND BARREL..

TARGET SETUP, BOM:

- 2 W-B TARGETS IN STANDS
- 4 SHOOTERS BOXES
- 1 BARREL
- 1 TABLE
- 1 BOX FOR AMMO
- 4 POPPERS, 5 PLATES ON STANDS

SCORING: TIME ONLY; T1 MUST HAVE MINIMUM 28 POINTS; T2 MINIMUM 36 POINTS

NOTES: SHOOTER MUST LOAD ALL ROUNDS IN THE MAGAZINE AT BOX 2. NO DOWNLOADING IS PERMITTED.

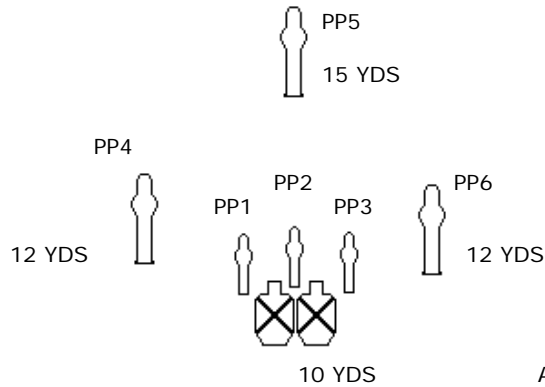
PENALTIES: +5 SEC PROCEDURAL/ EXTRA SHOT; +5 SECONDS EACH STEEL LEFT STANDING. + 2 SEC FOR EACH POINT LESS THAN 24 PTS ON T1 AND LESS THAN 28 PTS ON T2.

OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK.

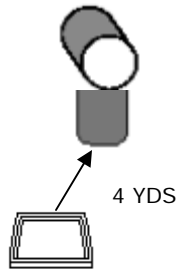
DP CALCS - 40.5 SEC

RC = 22 MINIMUM

BARREL OF FUN



ALL SMALL POPPERS ARE 10 YARDS DOWNRANGE; NO-SHOOTS ARE AT 8 YDS AND POSITIONED TO FORCE AN ACCURATE SHOT AT PP2.



START: IN SHOOTERS BOX, FACING DOWNRANGE, HANDS IN PRAYING POSITION.

PROCEDURE: ON GO, MOVE TO BARREL, ENGAGE AND TAKE DOWN THREE SMALL POPPERS PP1, PP2, PP3 (ANY ORDER) BY SHOOTING THROUGH OPEN-ENDED BARREL. PERFORM MANDATORY RELOAD AND THEN ENGAGE LARGE POPPERS PP4, PP5 & PP6 (ANY ORDER) BY SHOOTING AROUND OR OVER OPEN-ENDED BARREL.

ALL STEEL MUST FALL TO SCORE; PP1-3 MUST BE NEUTRALIZED BEFORE ENGAGING PP4-6.

REPEAT FOR SECOND STRING—REVERSE ORDER (SMALL POPPERS OVER/AROUND BARREL, THEN LARGE POPPERS THROUGH BARREL). PP4-6 MUST BE NEUTRALIZED BEFORE ENGAGING PP 1-3.

TARGET SETUP, BOM:

- 1 SHOOTERS BOX
- 3 PEPPER (LARGE) POPPERS
- 3 AMERICAN (SMALL) POPPERS
- 2 BARRELS, ONE WITH ENDS CUT OUT

SCORING: TIME ONLY. RC = 6 RDS MIN/STRING; 12 RDS MIN/STAGE

PENALTIES: 10 SEC FOR WRONG ENGAGEMENT ORDER OR POSITION, 5 SEC OTHER PROCEDURALS.

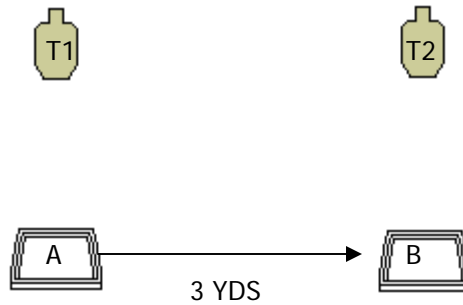
OPTIONS, REMARKS: DP MAY BE ADJUSTED PER CRPC RULEBOOK.
DP CALCS— MOV (4.0) + (2.0 +.75 +.75) + MRL (3.0) + (1.0 + 1.0 + 1.0) = 13.5 SEC/27.0 FOR STAGE

TAP DANCE

PLATES AT 10 YARDS. 2-YD SPACING.



W-B TARGETS AT 3 YARDS.



START: IN BOX 'A', FACING DOWNRANGE, HANDS IN SURRENDER POSITION.

PROCEDURE: ON GO, SHOOTER DRAWS AND ENGAGES T1 WITH 2 ROUNDS TO THE BODY, THEN 2 TO THE HEAD, THEN NEUTRALIZES P1, THEN P2. SHOOTER THEN MOVES TO BOX 'B' AND ENGAGES T2 WITH 2 ROUNDS TO THE BODY, THEN 2 TO THE HEAD, THEN NEUTRALIZES P3, THEN P4. MANDATORY RELOAD BETWEEN FIRST AND LAST TARGET ENGAGED.

TARGET SETUP, BOM:

2 W-B TARGETS ON STANDS.
4 PLATES WITH STANDS
2 SHOOTERS BOXES

SCORING: TIME + PENALTIES; 3 SEC ADDED FOR EACH POINT < 13 ON W-B TARGETS; +10 SEC FOR EACH STEEL LEFT STANDING.

PENALTIES: 10 SEC PROCEDURAL

OPTIONS, REMARKS: POINT PENALTY BASED ON 1-5 & 2-4 ZONE HITS PER W-B.

RC = 12 MINIMUM

DP CALCS = (1.75 + .5) + (.5 + .5) + MRL (3.0)+(.75+.75) +(.75+.75) = 9.25 SEC